

Exterior: Rimate City

Somewhere beneath a glacier is a sharp chasm in the earth containing a city of tall skyscraper-like buildings built from large stone blocks fit expertly together. Rooms and passageways are carved into the sheer sides of this deep gash. Bridges of stone connect various levels of the buildings to each other as well as the cliff sides in a seemingly random array. Supported in places by arches, wide enough to pass over easily, but with no rails or siding at all. One particularly massive bridge spans the entire width above the top of the tallest structure; it leads to a temple passageway on one side that has a fancy entryway with pillars decorated by flame glyphs.

At the very bottom, over 300 meters down, is a solid floor that has been flattened and landscaped with walkways, terraces, stairs, and abstract statues made from varying materials: ice, gem stone, and rock. It is a little over a hundred meters (the length of a football field) across at its widest point and tapers off naturally at either end; like the result of a puncture by a giant sword thrust into the ground. The sides are steep but jagged; a natural formation. At one end of the chasm is a waterfall *almost* completely frozen except for a trickle.

The glacial roof of the chasm is a dome shape dotted with massive ice stalagmites. A large jagged opening provides a long shaft of light during the day and the city is lit enough to see fine. However there is *no* direct sunlight, only what's provided by overcast skies, and the nights would be pitch black if not for lanterns. It snows often and wild winds above drive it down through the crevasse into the city, where it then falls lazily into drifts and dusts rooftops and walkways.

Everywhere is the effects of extreme cold, snow and ice. Windows are made of water that has been carefully frozen and cut into the proper shapes. No materials besides stones (some precious) and ice are used. The rock pieces themselves are rough, but precisely measured, and hewn like those you would find in the pyramids in Egypt or temples in South America. This material is mined from within caverns deep within side passages and is blends with the chasm faces. Multiple kinds of ice layer the environment, varying in texture and color: milky and clear alike.

Portable lanterns are placed at the outset of side passages and within buildings. These are brushed metal cylinders, like large coffee cans about height and width of a basketball. A large white plastic-like window in the side of these glows with diffused light when they are on (like big light bulbs). They appear to be all one piece, hermetically sealed, and shut off when they run out of juice in order to automatically recharge. The shine-recharge cycle is about an hour on with a half hour off, but like any contemporary rechargeable battery: they can vary wildly. Thus are organized to provide sufficient ambient light in critical places and living areas, but not all of them are on at the same time. They also create sufficient heat to prevent ice from forming on them. These are the only pieces of "advanced technology" anywhere .

Although this description doesn't include the denizens, a human-like race *does* actively live here. Things can be seen broken, in the process of getting fixed, or actively upgraded. Footprints show every walkway has been used, whether it is high above or ground level. Their buildings are diversely sized, but typically vertically oriented since the chasm provides more height than width. Still, a smallish courtyard occupies the space around the waterfall and represents a sort of park with benches surrounding the frozen pool.